

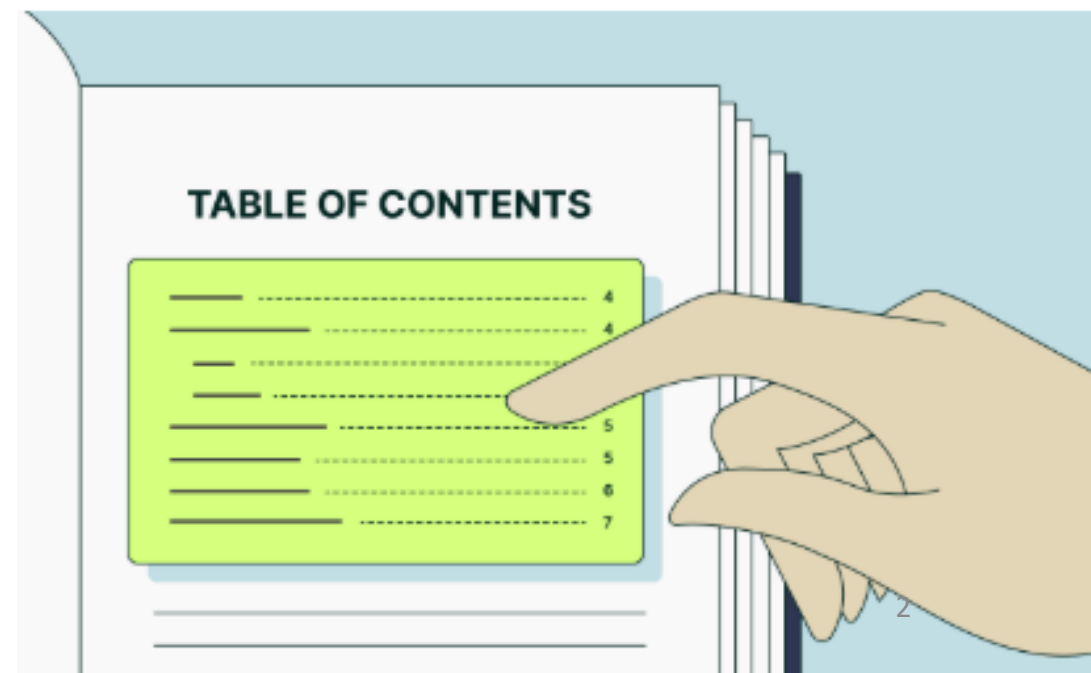


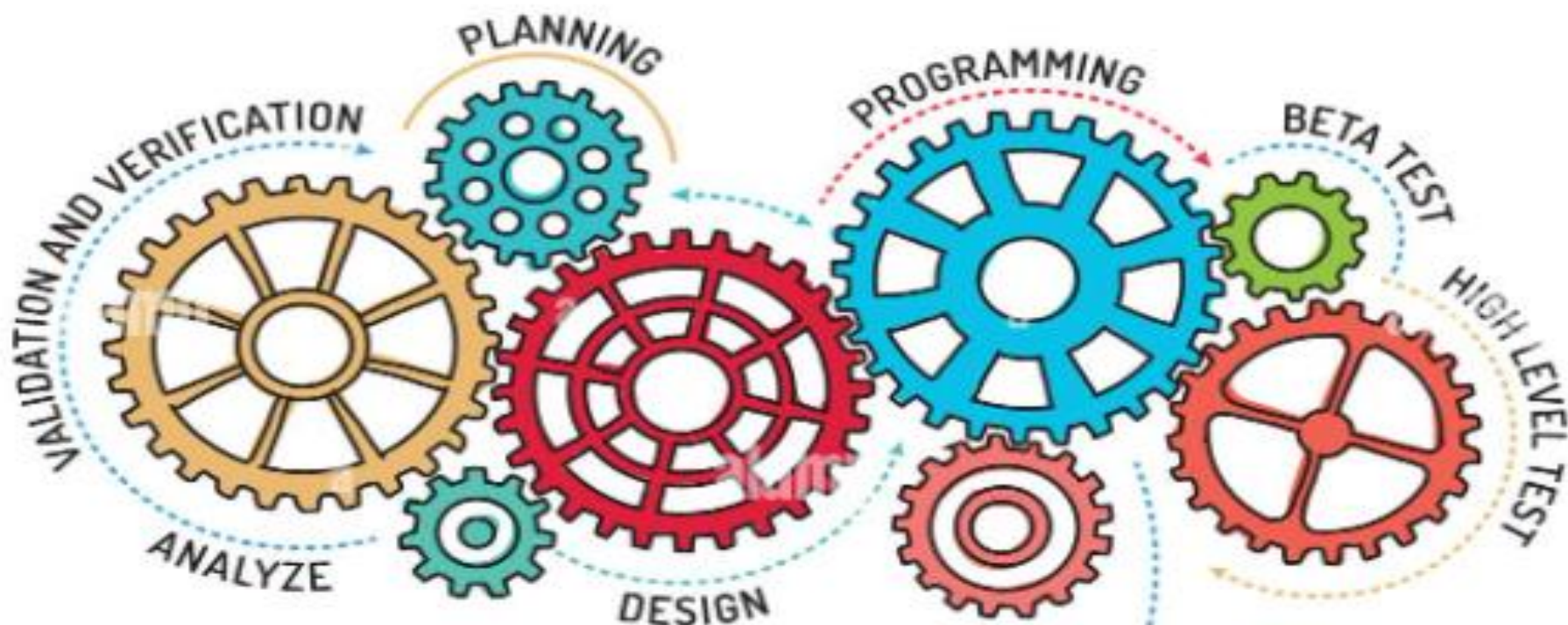
## Unit-1

### Introduction to S/w Engineering

# Table of Content

- Why software Engineering Required
- Evolution of S/w Engineering
- Software
- Introduction to S/w Engineering
- Impact of S/w Engineering
- Activity





# Software Engineering

## EXAMPLE



- **Non-Branded:**

Approach Build and Deliver

- **Branded:**

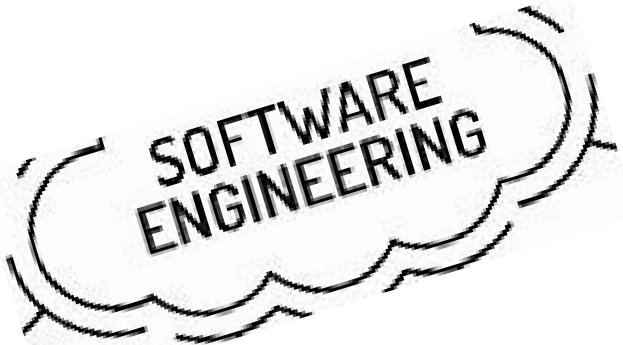
Follows the Engineering Approach(initial step to last step)

Idea → Maintenance → Regular Updation

# Why is Software Engineering required?

Software Engineering is required due to the following reasons:

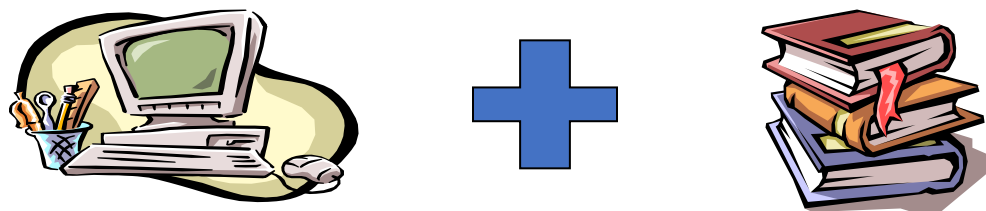
- To manage Large software
- For more Scalability
- Cost Management
- To manage the dynamic nature of software
- For better quality Management





# What is software?

- Computer programs and associated documentation



- Software products may be developed for a particular customer or may be developed for a general market.

- Software products may be

1. **Generic** - developed to be sold to a range of different customers



2. **Bespoke** - developed for a single customer according to their specification



# Software Engineering

The **software** is a collection of integrated programs along with proper documentation and user manuals



**Engineering** is the application of **scientific** and **practical** knowledge to **invent, design, build, maintain,** and **improve frameworks, processes, etc.**



## Definition

- Software engineering is the branch of computer science that deals with the design, development, testing, and maintenance of software applications.
- ***Stephen Schach defined*** the same as “A discipline whose aim is the production of quality software, software that is delivered on time, within budget, and that satisfies its requirements”.





# Evolution and Impact of software Engineering

- ❑ The term software engineering **originated between 1945-1965**.
  - Origin will only happen when **software development** will start.
  - In the starting there were many famous **NATO conferences** where actually software engineering was named.
  
- ❑ **Crisis: 1965-1985 (e.g. OS/360 multi millionaire failure project, Torus Project)**
  - **Why Failure?** Because they had not prepared any design earlier.
  - Budget over run.
  
- ❑ 1990-2000: The time of **Internet** came.
  - And during this time the most famous s/w is **system software(Microsoft Windows)**
  
- ❑ 2000-2010: **Light Weight platform**
  - Software can run properly on mobile
  
- ❑ 2010-Current Time: Time is of **AI,ML,DL**
  - We are using the concept of self learning in software

Earlier Proprietary S/w → Free S/w

# What is Software Evolution?

## Definition:

- Refers to software development process
- Includes timely software updates

## Reasons for Updates:

- Adding **new features**
- Removing **obsolete functionalities**

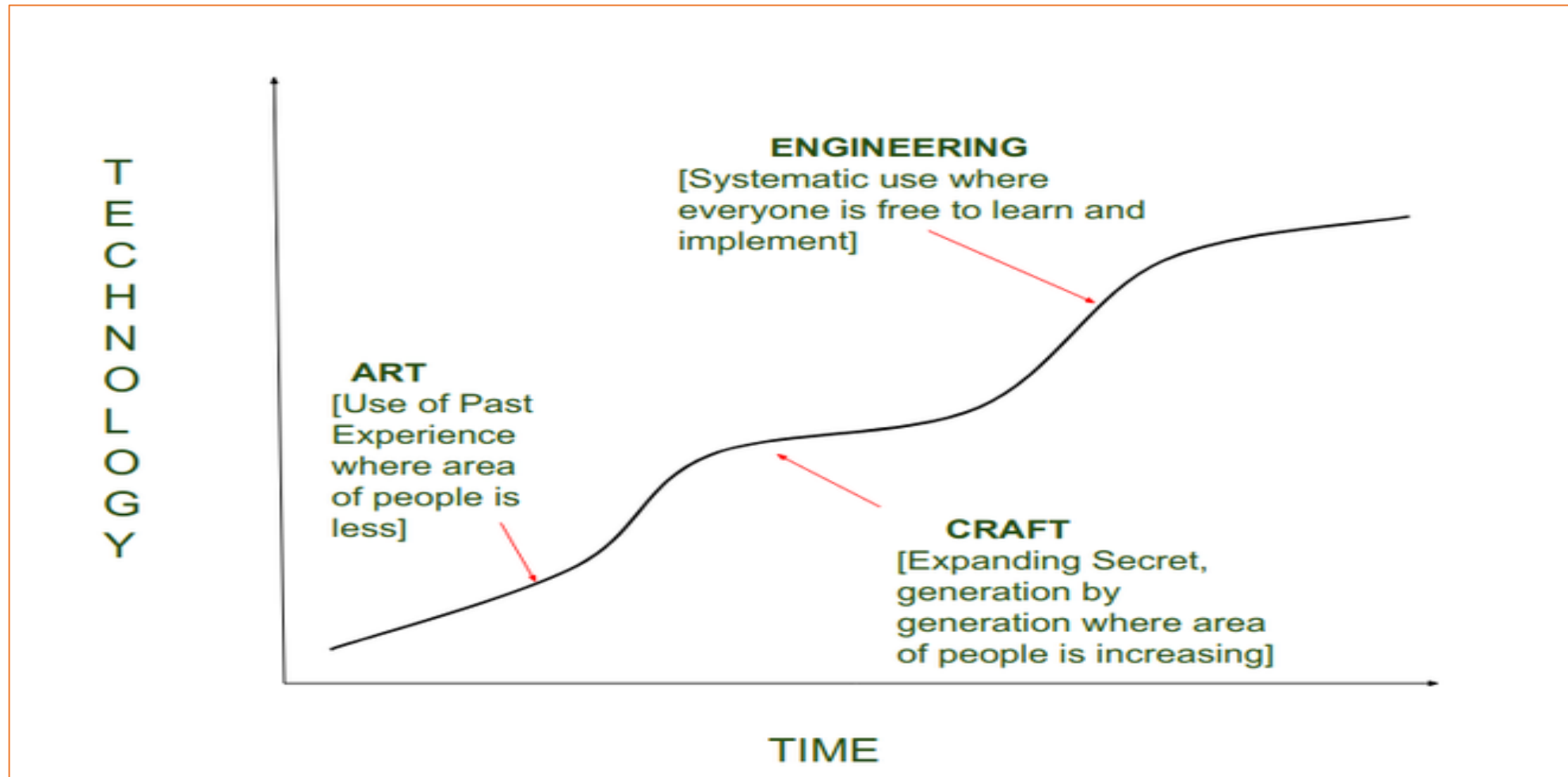
## Process:

- Uses software engineering principles
- Adheres to proven **software methods**



# Evolution of Software Engineering

## Step-by-Step Process of Software Evolution



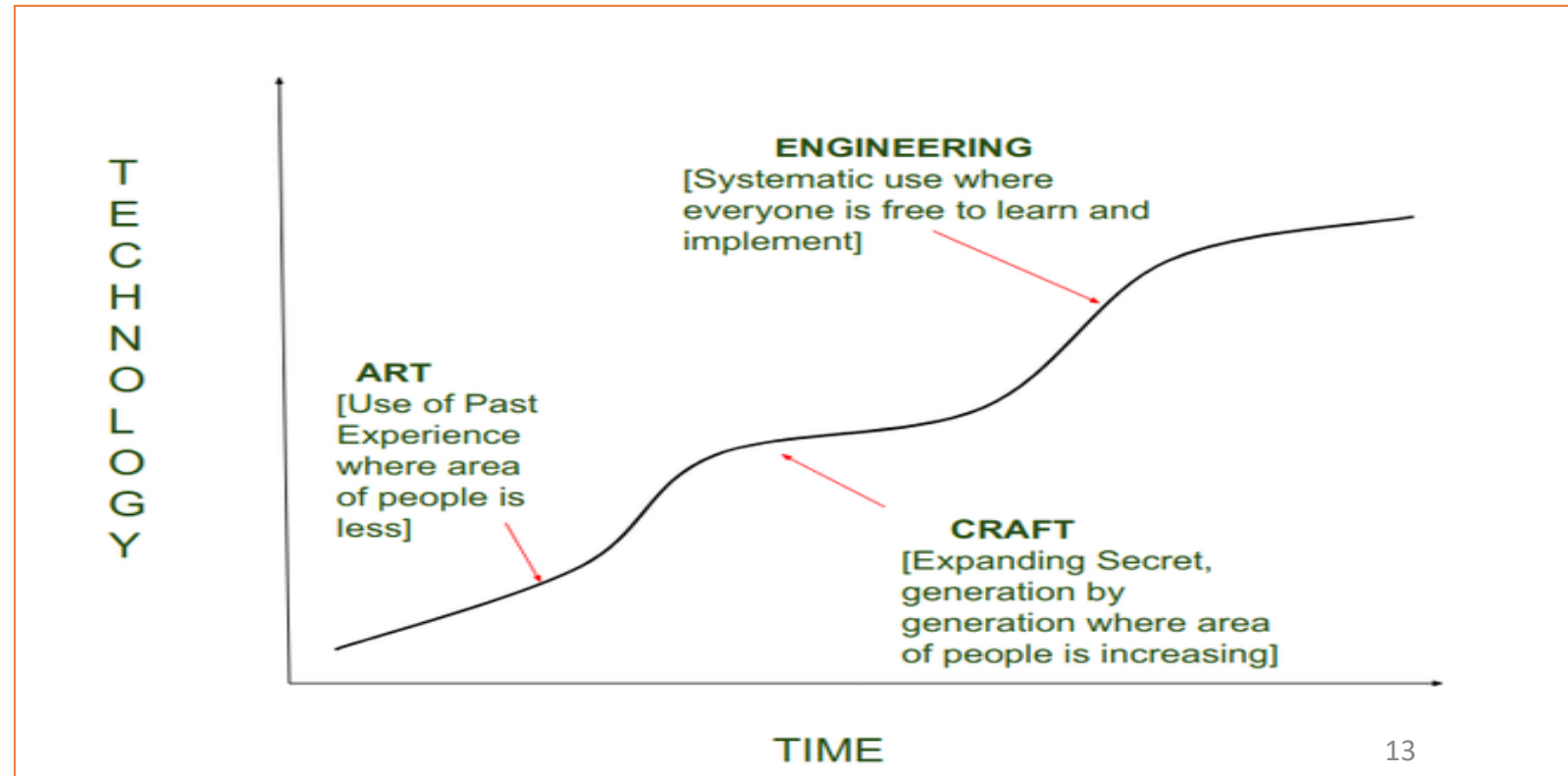
## Step-by-Step Process of Software Evolution

- **Software Engineering as an Art**  
Relied on individual creativity and intuition
- **Software Engineering Transition from Art to Craft**  
Added repeatable processes and basic guidelines
- **Software Engineering transition from craft to an Engineering Discipline**  
Adopted scientific principles and systematic methods



In today's world

- Software engineering is an engineering discipline
- Everyone can learn software design skills
- Coding is accessible without formal degrees





# Impact of Software Engineering

**Key areas where software engineering has made a significant impact:**

- Technological Advancements
- Communication and Connectivity
- Automation and Efficiency





- **Technological Advancements**

It has led to the *development of new technologies*, platforms, and tools that continue *to shape and transform industries*.

- **Communication and Connectivity:** Revolutionized global interactions and sharing.

(The development of the internet, email, social media, and various communication tools has revolutionized the way people interact, collaborate, and share information across the globe)

- **Automation and Efficiency:** Automation *reduces manual errors, enhances productivity*, and allows organizations to operate more smoothly.



# ACTIVITY?

## A CASE STUDY ON “Evolution of Web Browsers”

- **Goal:**

Understand how software engineering drives technological advancements in the modern era.

- **Background:**

Explore the evolution of web browsers from early text-based interfaces to modern, AI-integrated, feature-rich applications such as **Chrome**, **Edge**, **Safari**, and emerging browsers powered by **cloud computing** and **machine learning technologies**.

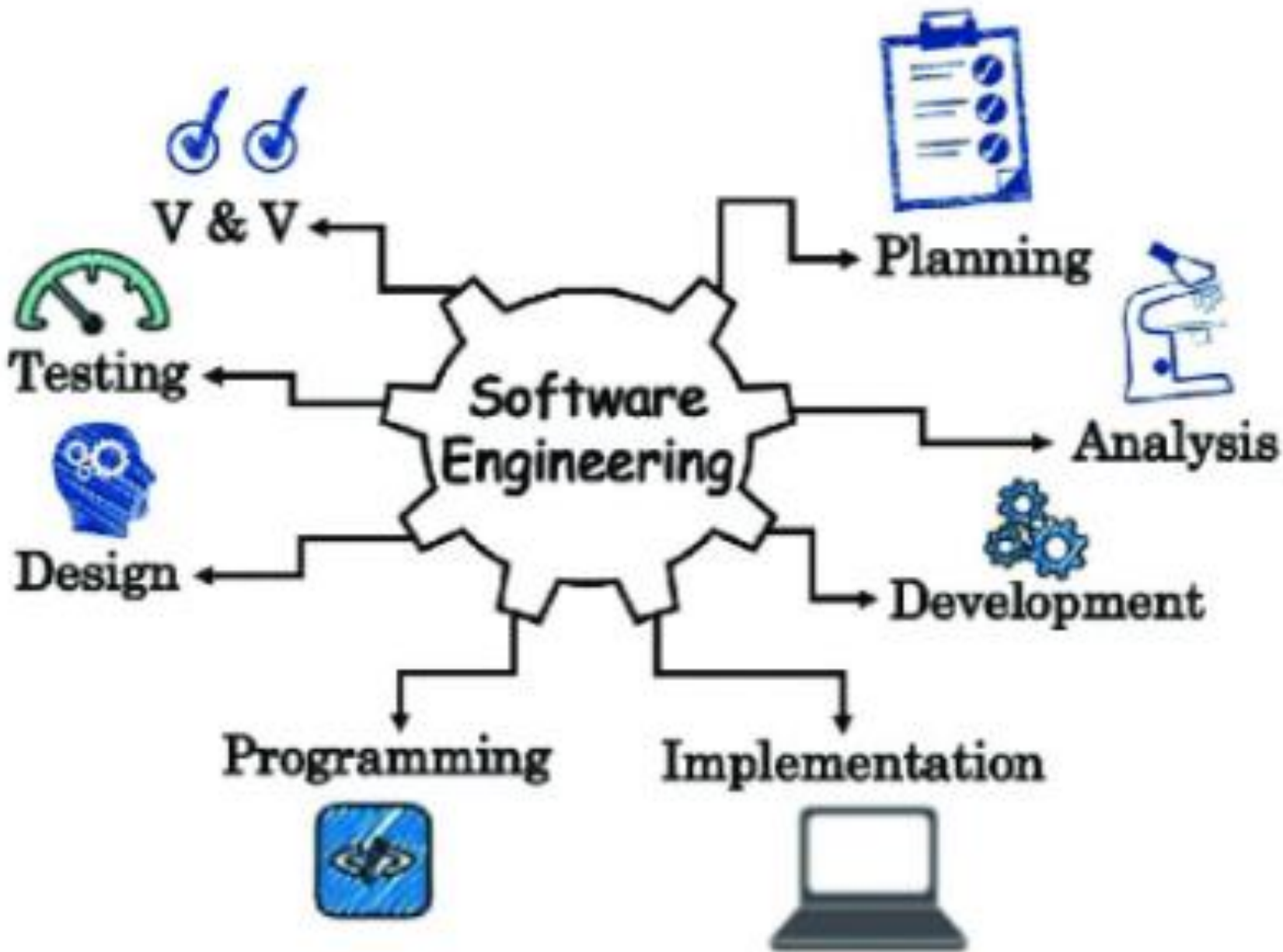


# Contd.

## Objectives of the Case Study

- Trace the Historical Evolution
- Explore Technological Advancements
- Evaluate User Experience Enhancements
- Examine Security and Privacy Considerations
- Discussing Standardization Efforts
- Predict Future Trends







# S/w Engg.



- **Bridging Ideas and Reality**

Transforms abstract concepts into working software solutions